KOEI

KOEI CORPORATION
1350 Bayshore Highway, Suite 540, Burlingame, CA 94010

Printed in Japan

SNS-AG-USA

KOEI

AEROBIZ™

Supersonic

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: *PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.*

KOEI Corporation respects the intellectual property rights of others and gives due notice of those rights:
B707-120®, B707-320®, B727-100®, B727-200®, B737-200®, B737-300®, B747-200®, B747-300®, B747-400®, B757®, B767®, B777® and all references to these designations are protected under the registered trademark of The Boeing Company.
DC6®, DC8-30®, DC8-50®, DC8-60®, DC9-30®, DC10®, MD80®, MD11® and all references to these designations are protected under the registered trademark of the McDonnell Douglas Corporation.
L1049®, L1011® and all references to these designations are protected under the registered trademark of the Lockheed Aircraft Corporation.
Viscount® and all references to this designation are protected under the registered trademark of the Vickers Corporation.
Caravelle® and all references to this designation are protected under the registered trademark of Sud Aviation.
Concorde® and all references to this designation are protected under the registered trademark of British Aerospace Public Limited Company and Societe Nationale Industrielle Aerospatiale.
A300®, A300-600®, A310®, A320®, A340® and all references to these designations are protected under the registered trademark of Airbus Industrie.
Tu104, Tu124, Tu134, Tu144, Tu154, Tu154B, Tu204 are designations from the Tupolev Design Bureau of the former Union of the Soviet Socialist Republic.
IL14, IL62, IL62M, IL86, IL62MK, IL96-300 are designations from the Ilyushin Design Bureau of the former Union of the Soviet Socialist Republic.
Photographs were supplied by San Francisco International Airport, Chicago O'Hare International Airport, and JFK International Airport.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

WELCOME TO THE KOEI WORLD!

We are proud to introduce you to another dimension from the Koei world of quality games. Koei is committed to bringing you games filled with excitement, challenge and intrigue. Our goal is to create top quality products and provide excellent service for our customers.

As a Koei gamer, you are important to us and we value your opinions. Please send us your comments and we will continue to bring you the best in interactive entertainment. Look for future releases from Koei to experience new realms of gaming!

Thank you for exploring the Koei world.

KOEI CORPORATION

TABLE OF CONTENTS

Introduction 4
What is Aerobiz Supersonic? 4
Scenarios 4
Controller 5

Key to Quick Play 6
Starting a New Game 6
Resuming a Saved Game 7
Options Menu 7
Hub and Spoke System 8
Victory 12
Defeat 12
Game Flow 13

Main Commands 17
New Routes 17
Route Settings 17
Negotiations 18
Buy Airplanes 19
Budget 19
Business 20
Hub 23
Campaign 23
Board Meeting 24
Info 25
Options 25
End 25

Analyzing Data 26
Network Data 26
Route Data 29
City Data 30
Manager Data 32
Airplane Data 33
Financial Data 34
Quarterly Reports 35

World Events 37

Cities and Airplanes 39
Cities Around the World 39
Airplanes 46

Scenarios and the Airline Industry 48

Index 54

Warranty 55

INTRODUCTION

WHAT IS AEROBIZ SUPERSONIC?

Aerobiz Supersonic is a unique business simulation which lets you take part in the challenging world of global travel. The challenge extends from early airline history into the coming supersonic era beyond the year 2000. The game features over 50 airplanes, including supersonic jets, and 89 worldwide cities for your air network.

As CEO (Chief Executive Officer), the future of your airline lies in your hands. You are responsible for capital, aircraft, executives, and air travelers who trust your service. While there is vast potential for growth, managing an airline is not an easy task. In our changing world, travelers' expectations are high, and your competitors are tough. Without well-balanced management skills and a keen vision of the future, you will have little chance of succeeding in this international industry.

Aerobiz Supersonic is an exciting learning experience for all game players. You'll feel the excitement of air travel and learn about exotic cities around the world. Historical events will challenge your talents and guide you to new strategies.

Enjoy Aerobiz Supersonic and satisfy your interest in both business and travel while building the world's number one airline empire in history!

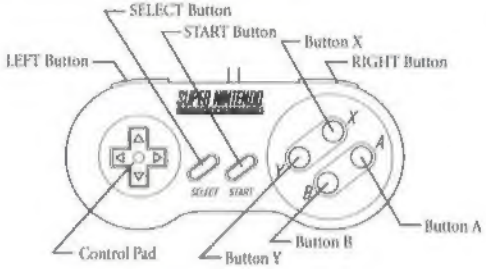
SCENARIOS

You begin your business in any of four eras in aviation history. Depending on the scenario, game level, and hub city you choose, your start-up capital and fleet of airplanes will differ.

Scenario 1	*1955 to 1975*	*The Dawn of the Jet Age*
Scenario 2	*1970 to 1990*	*Air Travel Takes Off*
Scenario 3	*1985 to 2005*	*Airlines Cover the Globe*
Scenario 4	*2000 to 2020*	*Supersonic Travel*

CONTROLLER

You can use either controller to play the game.



Button A	*Highlight and select menus and commands.* *Answer YES to Yes/No questions.* *Switch Quarterly Report screens at the end of a turn.*
Button B	*Cancel commands and exit from menus.* *Answer No to Yes/No questions.*
Button X	*Switch the cursor between Command mode and Information mode.* *Speed up message display.*
Button Y	*Display the world map and switch regional maps.*
Control Pad	*Direct the cursor across the map and through command menus.* *Flip through pages of information.* *Select Quarterly Report breakdown at the end of a turn.* *Speed up message display.*
L/R Buttons	*Switch to a different region.*
START Button	*Start game. Skip to game set-up.* *Display all the routes of your airline on the world map.*
SELECT Button	*Display competitors' routes in a region.*

KEY TO QUICK PLAY

1. *Make sure the power is turned OFF.*
2. *Insert the game pak.*
3. *Turn the Super Nintendo Entertainment System ON.*
4. *The opening of Aerobiz Supersonic will begin! Push START to skip to game set-up.*

STARTING A NEW GAME

1. *Select NEW GAME from the menu.*
2. *Select one of the four scenarios.*
3. *Select a game level: 1-Glider, 2-Prop, 3-Turbo, 4-Jumbo Jet, 5-Supersonic.*
4. *Select the number of players (1 to 4) or DEMO for a demonstration game. Press RESET on your game system to end a demonstration game.*
5. *Select your home base: First select one of the seven regions in the world. Then select a major city (green) within that region as your home hub and press A. Press B if you want to choose a different region. Competitors may select different major cities within the same region, but no two players can choose the same home base city. Selected home base cities will be displayed in red circle.*
6. *If you wish, you may customize airline names and trademark colors. When you have completed making changes, select EXIT.*

Changing Name *Input a new name by selecting a maximum of 7 letters. Pushing B will erase the last character selected. When you have completed your new name, select END.*

Changing Color *Mix Red, Green, and Blue to create a trademark color. Push Up and Down on the control pad to select a color, then push Left and Right to adjust the density. When you decide on the color, press B.*

7. *If everything has been set up the way you like, select YES when asked, "Is everything in order?" Otherwise, select NO to return to scenario selection.*

RESUMING A SAVED GAME

To continue a saved game, select CONTINUE during game set-up. Select one of the two saved games you want to play.

OPTIONS MENU

You can reach the Options Menu from the main commands.

SAVE

You can save two games. By saving, you erase any game previously saved on the same space.

ANIMATION

Turn ON/OFF the airplane take-off animation.

SOUND

Music (BGM)	*Turn ON/OFF.*
Special Effects (SFX)	*Turn ON/OFF.*
Stereo	*Switch between stereo and monaural sound.*

MESSAGE

Set message display speed: FAST, MEDIUM, or SLOW. You may also speed up message display by pressing Button X.

END GAME

Quit the game. Save before you quit if you want to replay a game later. When ending multi-player games, each player can choose to let the computer take over game play.

HUB AND SPOKE SYSTEM

In Aerobiz Supersonic, the world market is divided into seven regions. Flights within a region are called 'regional' flights. Flights from one region to another are called 'inter-regional' flights. Your destination can be either to a major city or a minor city. You will build an airline network between cities based on the 'hub and spoke' system. As your network expands, it will begin to look like the hub and spokes of a wheel.

1. Open Regional Routes

A hub is a major transfer point where regional flights connect. All routes in a region fly to the regional hub.

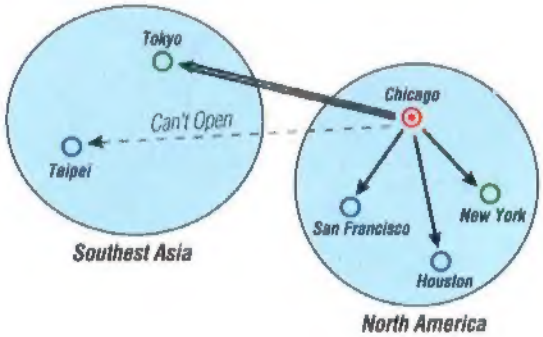
Try this example: Start with your regional hub in Chicago, in the North American region. To fly your customers from San Francisco to New York, you'll need a route from San Francisco to Chicago where customers can change planes and take a connecting flight on your airline to New York.

Home Base Hub		*Minor City*	
Regional Hub		*Regional Flight*	
Major City		*Inter-regional Flight*	

2. Open Inter-regional Routes

To expand your network from your home region into another region, you need to open an inter-regional route. You must fly from a regional hub to a major city in another region.

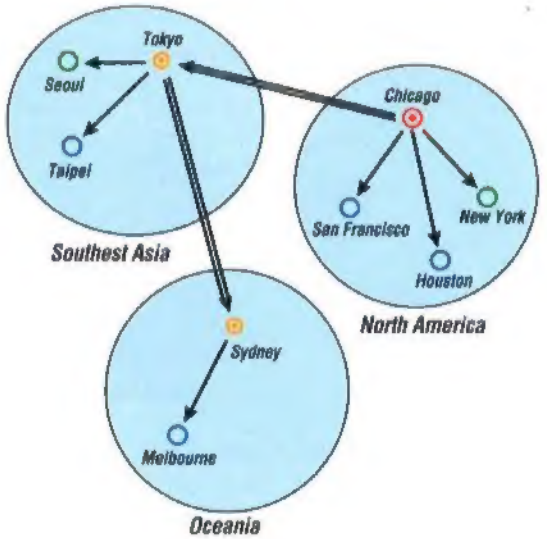
To open an inter-regional flight between the North American region and the Southeast Asian region, you must first select a major city in Southeast Asia as your destination. Suppose you selected Tokyo. You can then open a route from your regional hub in Chicago, to Tokyo.



3. Expand from Regional Hub

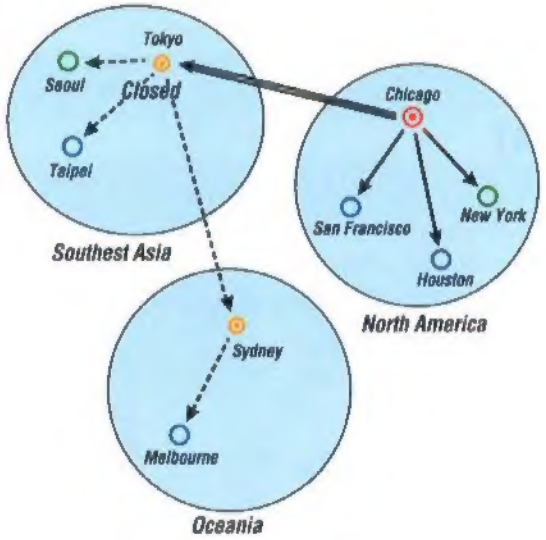
You can build only one hub per region. In our example you opened a route to Tokyo, in a new region. You can establish Tokyo as your Southeast Asian hub. Continue to open inter-regional flights between hubs to connect regions.

From your regional hub in Tokyo, you can open routes to any city in Southeast Asia. In this way, your North American regional flights are connected to Southeast Asian regional flights. You may also open an inter-regional route from Tokyo to a major city in another region, such as Oceania.



4. Close a Hub

When you close a hub, all flights that originate from that hub will also close. If you close your regional hub in Tokyo, all routes in Southeast Asia will close as well as routes you later established to other regions, such as Oceania.



Closed - - - - -

VICTORY

Your airline empire will be Number One in the world when the following conditions are met.

A. *Your airline is number one in passenger totals for the year in the target number of regions:*

Glider:	*3 regions + home region*
Prop:	*4 regions + home region*
Turbo:	*5 regions + home region*
Jumbo Jet:	*6 regions + home region*
Supersonic:	*6 regions + home region*

B. *You have built hubs in all seven regions.*

C. *Your airline is profitable.*

DEFEAT

You will lose your business if any of the following conditions occur:

A. *Your airline is unprofitable for one whole year.*

B. *A competitor meets the victory conditions first.*

C. *Twenty years pass without meeting the victory conditions.*

GAME FLOW

For your airline to grow into the world's top airline, you will have to be a smart executive. While there are many different management strategies, all of them follow the same general game flow.

Prepare to Open New Routes

Begin to build your airline by opening new routes within your home base region. Let's take a look at how you go about opening up new routes...

1. Hold Board Meeting

It's difficult to decide where to fly, so call a board meeting and ask your managers for their recommendations (See BOARD MEETING Command).

2. Aquire Slots

You can't land without landing slots, so once you've decided where you want to fly, you must quickly send your managers to negotiate for slots (See NEGOTIATIONS Command).

3. Purchase Airplanes

One of your biggest expenses will be the purchase and maintenance of airplanes. Planes are classified as short-haul, medium-haul, and long-haul. You can fly within one region with a short- and medium-haul aircraft, but you will need a long-haul aircraft for inter-regional flights. Using a long-haul aircraft for short distances is impractical as well as expensive. Be sure to check the requirements for routes in the making before you order new planes (See BUY AIRPLANES Command).

4. Improve Facilities

Adjust your budget in the Repair, Advertisement, and Service departments to improve their performance (See BUDGET Command). Passengers will fly on rival airlines if they feel your facilities are inferior.

Open Regional Routes

When preparations are complete, you can open new routes in your home base region (See NEW ROUTES Command). As you expand you will quickly run out of landing slots at your home base, so keep negotiating for more slots as needed.

Open Inter-regional Routes and Build Hubs

After you expand within your home base region and increase your capital, you'll be ready to branch out to other regions. To open up inter-regional routes, follow the same procedure when you opened routes in your home region. Hold a board meeting, make your decision, and send a manager out to negotiate for landing slots.

Keep in mind that for inter-regional routes, you may have only one route between two regions. You must build a hub at the end point of an inter-regional route before you can expand your network within that region (See HUB Command). The location of your regional hubs will have a major impact on your ultimate success or failure. Be sure to select their locations wisely!

Also remember that opening inter-regional routes is a major investment of resources. It requires a large amount of capital and pricey long-haul aircraft. Plan expansion carefully to avoid costly mistakes. You don't want your growth to backfire and undermine your financial foundation.

Expand Routes Within New Regions

Once you set up a new hub, strive to increase passenger totals in the new region. Your competitors will be right behind your every move, so keep informed of what they are doing, too. You may need to adjust your flight plans often to keep ahead of the competition (See ROUTE SETTINGS Command).

Purchase Businesses

Every city has business opportunities which may benefit your airline. If you have excess capital, you may want to invest in such businesses (See BUSINESS Command).

Run Advertising Campaigns

When your Load, or the passenger load ratio, is disappointing, or if you want to get ahead of your competition, promotional campaigns might give your airline a boost. If you own cultural, amusement, or service businesses in at least one city in your network, you can run a campaign that will benefit the entire region (See CAMPAIGN Command). If your promotion is successful, Load will increase for one year on flights to and from that region.

Meet Year-End Victory Conditions

At the end of the January quarter, the year-end results of the four competing companies will be compared. Work hard and strive to earn placement as the number one airline in the world!

MAIN COMMANDS

As the CEO of an airline, you will need to make difficult management decisions. Formulate effective strategies and cover the globe with your air network!

1. *New Routes*
2. *Route Settings*
3. *Negotiations*
4. *Buy Airplanes*
5. *Budget*
6. *Business*
7. *Hub*
8. *Campaign*
9. *Board Meeting*
10. *Info*
11. *Options*
12. *End*

New Routes

Open new regional or inter-regional routes. Select the region and the originating city. (Use Button Y and the Control Pad to scroll through regional maps.)The originating city must be either your home base city or a regional hub city. Select the plane model, number of planes, flights per week, and fare. You can open up to 40 routes.

Be aggressive, set the fare between 50% more or less than the average fare depending on the competition. Fares can be set in 5% increments.

Route Settings

Adjust the settings of existing routes to outsmart your competitors. For example, since passengers are very price-sensitive, you might want to offer discounted fares to take business away from your rivals. Press SELECT to view competitors' data, if available.

Suspend (Susp)

Temporarily suspend operations. You can resume flights at any time. There is no cost incurred on a suspended route.

Close

Close routes. All routes and hubs connected to the home base by this route will also be closed. When you close a route, half of the cost of opening the route will be returned

Model

Change the type of aircraft you are flying. This command is available only when you have reserve planes that can fly the distance between the two cities. Changing plane models will change the load ratio according to the new model's capacity

Planes

Change the number of airplanes in service. If you decrease the number of planes, the maximum number of flights per week may change

Flights (Flts)

Change the number of flights per week

Fare

Change the fare.

Set

Apply new settings. You must choose this command to finalize changes made under Route Settings.

Negotiations

Negotiate to acquire or return airport landing slots. To acquire new slots you need to send a manager to that city. To return landing slots to an airport, you must send your Vice President.

Bid

Negotiate to acquire landing slots. Bidding takes 3 to 12 months, depending on how good your foreign relations are with the negotiating city. Each slot costs you a monthly fee. The fee varies from city to city

Return

Return slots you are not using. This will not cost you anything and will save monthly fees

Buy Airplanes

Purchase or sell airplanes. Aircraft models and manufacturers will change depending on the scenario you select and what planes are available in that era

Buy

Buy airplanes. You can purchase up to 5 model types and 10 planes of each model, per quarter. Foreign relations with the manufacturing country will affect the price of the aircraft. Tense relations will prevent you from even visiting a manufacturer

Sell

Sell airplanes you are not using. Discontinued and older models will not sell very high

Budget

Determine the budget for the three departments within your airline.

Repair

The budget for repair and maintenance of aircraft. If you skimp on repairs, your airplanes will start to break down and will be more prone to accidents. When you add to your fleet, take care to increase this budget

Advertising (Ad)

The budget for TV, radio and magazine ads. You need to advertise to keep your airline in the public eye.

Service

The budget for ground and in-flight customer services.

There are five settings to adjust budget levels.

Maximum	*Raise budget to the max.*
Raise	*Increase budget to raise operating levels.*
Maintain	*Maintain current operating levels.*
Reduce	*Reduce budget to spare expenses for other operations.*
Stop	*Cut off funds completely*

Business

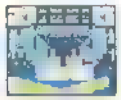
Buy or sell a business venture. Send a manager to buy a business venture. It takes 3 months to complete a buyout. You can buy a business venture anywhere, even in a city which is not served by your airline. The price of a business is determined by its location and foreign relations.

To sell a business venture, you must send your Vice President. Check out the current profit and value of the business venture before you sell it.

Once you have purchased a business that is in your network, you can run an advertising campaign within the region. The type of advertising campaign you can run is dependent on the type of business (See CAMPAIGN Command). There are five types of businesses ventures.

Cultural Facilities

Businesses which contribute to the richness of daily life.



Arts Pavilion

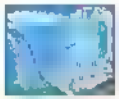
Museum

Concert Hall

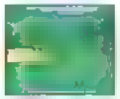
Amusement Business

Companies that manage recreational facilities. The tourism level will improve in a city where you purchase amusement facilities.

Pleasure Boat



Amusement Park



Golf Course

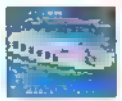
Ski Resort

Service Business

Businesses which enhance conveniences and comfort for travelers. Service businesses, with the exception of catering companies, increase the population of the city where they operate.

Shuttle Service

Companies that operate shuttle buses between the airport and the surrounding community.



Ferry Boat

Companies that operate ferry boats.

Commuter Airline

Companies that operate commuter airlines which link cities with urban areas.

Catering Service

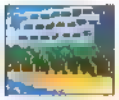
Companies that prepare in-flight food

Hotels

If your airline owns a hotel, passenger totals to the city will improve

City Hotel

A business oriented downtown hotel



Resort Hotel

A hotel at a resort

Grand Hotel

A first-class grand hotel

Travel Business

If your airline owns a travel agency, your advertising campaigns will have higher chances for success. If, however, your travel agency is the only business in the region, you will not be able to conduct campaigns

Travel Agency

Hub

Build or sell a regional hub outside your home base region. To build a hub, you must send a manager; to sell one, you must send your Vice President

Build

Build a hub. The construction cost depends on the size of the city and foreign relations. It will take one turn to completely build and open a new hub.

Close

Close a hub. By closing a hub you will receive about one half of the construction cost. Consequently all the routes originating out of that hub will also be closed (See CLOSE A HUB in HUB AND SPOKE SYSTEM)

Campaign

Conduct advertising campaigns in a region where your airline owns affiliated business ventures. The more expensive the business you purchase, the more expensive the promotion will be. The returns on expensive campaigns will be equally as large. If your promotion is successful, the load ratio for flights within a region will increase for one year. Chances of success depend on how you invest in the campaign and whether or not you own a travel agency

Culture and Art Campaign

Conduct a culture-related business promotion. You must own cultural facilities in cities in your network

Leisure/Sports Campaign

Conduct a leisure-related business promotion. You must own amusement businesses in cities in your network

Travel Network Campaign

Conduct a service-related business promotion. You must own service businesses

Board Meeting

Hold a board meeting and ask your managers and Vice President for advice on your next move. There are four areas of advice to choose

New Routes	*Where should you expand routes?*
Adjust Routes	*How can you improve non-profitable routes and optimize earnings on profitable ones?*
Planes	*Review your fleet and find out how to expand it*
Businesses	*How can you better manage? What should you buy?*

Info

Display information on your airline and competitors'. Check out your rivals, it's all there! (See the following ANALYZING DATA Section)

Routes
Data on network and individual routes

Managers
Manager assignments.

Airplane
Fleet and airplane model data

Financial Status
Breakdown of sales and expense data

Businesses
Info on business ventures by the type of business and the region

Victory
Victory conditions for the current scenario and level

Options

See OPTIONS MENU on page 7.

End

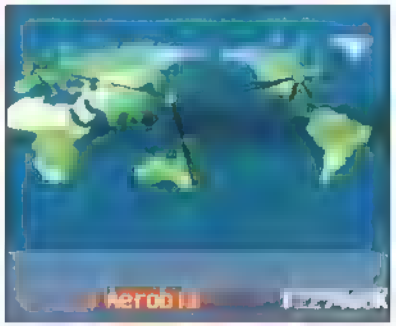
End turn.

ANALYZING DATA

Good business executives are adept at interpreting data. Be sure to keep abreast of what your competitors are doing and where the industry is heading. There are a lot of facts at your fingertips; skillful CEOs will know which ones spell the key to success!

NETWORK DATA

Global Network Screen



The Global Network Display appears at the beginning of each player's turn and shows all airline networks. It can also be viewed by hitting the START button from the main command screen. Black lines are profitable routes, red lines are unprofitable routes. Inter-regional routes are shown as thick lines.

Main Screen

As CEO of your airline, you give orders and view data on specific destinations from the Main Screen. Your profitable routes are shown in black, unprofitable ones in red, and competitors in gray.

① Regional Map

Enlarged map of a region. Use Button L and R or Button Y to flip through maps of other regions.

Home Base		*City in Your Network*	
Hub		*City Not in Your Network*	
Major City		*Manager on Assignment*	
Minor City			

- *A number besides a city marker indicates the number of open landing slots in the city.*
- *To view City Data, press Button X, move your cursor to select a city, then push Button A twice.*
- *To see distances and check the costs of opening routes, press Button X, select the originating city, then the destination.*
- *To view data on existing routes, press Button X, select the origin and destination, and press A.*

② Date

Current year and month. You have four turns per year, starting in April (APR), and followed by July (JUL), October (OCT), and January (JAN).

③ World Map

Displays the regions your airline is currently serving in your airline color. Manager icons are shown above the regions in which they are working, except when a region is currently being viewed on the main screen.

④ Available Managers

The number of managers who are available to negotiate for you.

⑤ Airline Name and Color

Airline name and its color.

⑥ Main Command Menus

Selection of commands you can issue.

⑦ Capital

Capital is the funds that are currently available. If your expenses outweigh your profits, this figure can go into the negative, putting you in the red! Companies with negative capital for one year will go bankrupt.

⑧ Cursor

Use to select commands and cities.

⑨ Inter-regional Route Destinations

Inter-regional route destinations are shown with a three letter abbreviation (See CITIES AROUND THE WORLD).

ROUTE DATA

Inter-regional flights are shown in red, and regional flights in blue.

Origin, Destination, Distance

The origin and destination cities and the distance between them.

Airplane

Airplane model and how many are being used on the route.

Sales

Sales for the quarter. Pink bar indicates profit.

Load (0 to 100%)

Load ratio. The ratio of passengers to total aircraft seats.

Fare (-50 to + 50%)

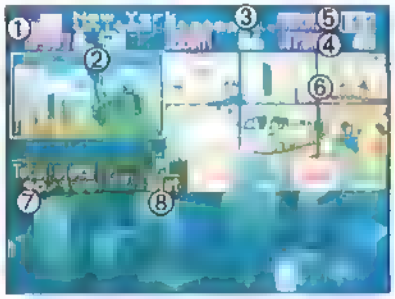
Price of a round trip ticket and percentage below or above the average fare.

Flights (Flts)

Number of actual flights ( ) out of potential flights ( ) per week. The number of potential flights is determined by the number of available slots and airplanes used on the route. It is most cost effective to match actual flights to potential flights as long as there is enough demand.

CITY DATA

Discover potential destinations. The initial data changes depending on the scenario. It will also change as a result of events (See WORLD EVENTS). Statistics displayed in green have increased as a result of a favorable event. Statistics displayed in red have decreased due to an unfavorable event.



① Country Flag

② Population (Pop) (0.1 to 18.6 million)

The number of people who live in the city. The greater the population, the greater the number of potential passengers.

③ Economy (Econ) (1 to 90)

A higher Economy indicates that the city is more industrialized and lures more travelers.

④ Tourism (Trsm) (5 to 95)

A higher Tourism indicates that the city has more to offer tourists and attracts more travelers.

⑤ Foreign Relations (Rltns)

Foreign relations with your home city are shown with four degrees of friendliness. If relations are Excellent it will be easier to conclude negotiations on landing slots. This translates into lower costs for opening new routes, building hubs, and purchasing businesses.

Excellent *Friendly* *Normal* *Tense*

⑥ Businesses

Business ventures in the city. If a business is owned by an airline, a flag icon appears in the lower right-hand corner, in the airline's color.

⑦ Landing Slots (8 to 255)

Total number of landing slots in the city. Each landing slot is an opening for landing one flight per week at an airport. Major cities often expand their airports to create more slots.

⑧ Flights and Slots by Airline (Co - Fl/Slot)

Total number of landing slots actually used and total held by each airline, shown in their company colors.

Construction

*If an airport is being expanded, this marker will apear above ⑦ **Landing Slots** and will indicate how long construction will take until completion. Construction only takes place in major cities.*

MANAGER DATA

Use this display to select managers for the Negotiations, Business, Hub, or Campaign commands.

① Managers

You have 4 managers. A red bar under each picture indicates how long it will be before a manager can be given another task

② Vice President

You must send your Vice President to sell back landing slots, businesses, or hubs. The Vice President can handle more than one task per turn.

③ World Map

The world map shows where your managers have been sent

④ Task Information

By moving the red frame between the managers, you can find out what tasks they've been assigned. The display shows where they were sent (AREA), their task (TYPE), and the time needed until completion (WAIT).

AIRPLANE DATA

You can view airplane data by using the Info, New Routes, Route Setting, and Buy Airplanes commands. Price and start of production are only displayed when you purchase aircraft.

Range

The maximum distance a plane can fly

Capacity

The number of seats on the plane. Passenger capacity will affect your passenger load ratio

Fuel Efficiency

A plane with a high fuel efficiency (80) can fly twice as far with the same amount of fuel as a plane with low fuel efficiency (40). This translates into reduced costs per flight and increased profits for your airline.

Fleet

Total number of planes currently being used to fly passengers

Reserve

Total number of planes on reserve in the hanger

Maintenance

Ease of maintenance. Higher Maintenance indicates the plane will not need frequent repairs, thus less money is needed in the maintenance budget

Start of Production

The year the aircraft went into production

Price

Standard price for one airplane. The price will vary depending on foreign relations between the buyer and the seller (See FOREIGN RELATIONS). Older planes and planes that are no longer in production aren't worth as much as newer models. Airlines which own many planes from the same manufacturer may be offered a discount

FINANCIAL DATA

Displays itemized report of sales and expenses for the previous turn. Use the Info Financial Status command to display this report.

Airline Sales	*Sales for all flights*
Airline Costs	*Expenses for all flights*
Business Sales	*Sales for all business ventures*
Business Costs	*Expenses for all business ventures.*
Slot Costs	*User fees for all landing slots.*
Hub Costs	*Expenses for maintaining all hubs*
Bidding Costs	*Expenses incurred during negotiations for landing slots.*
Repair Costs	*Expenses incurred to maintain fleet*
Ad Costs	*Expenses incurred for all advertising*
Service Costs	*Expenses incurred for all customer service*

QUARTERLY REPORTS

After each turn, the Quarterly Report and Regional Rankings will be displayed. Press Button A to flip between these two reports.

Quarterly Reports

Quarterly performance of the four competing airlines is compared in graphs. Use the control pad to flip through a breakdown of sales, profit, expenses, passenger totals, and the number of cities in networks. The graphs are created with the top airline as the standard for comparison.

Sales (Green)

Total sales for this quarter from flights and business ventures

Expenses (Red)

Total expenses for this quarter for flights, business ventures, slot negotiations, hubs, maintenance, advertisement, etc.

Profits (Pink)

Sales minus expenses

Passenger Totals

Total number of passengers for this quarter, shown with passenger icons.

Cities in Network

Total number of cities currently connected in your airline network, represented as small squares below passenger icons.

Red	*Home Base*
Yellow	*Hub Cities*
Green	*Major Cities*
Purple	*Minor Cities*

Regional Rankings

Passenger totals by region are listed color coded for each airline, from the highest number of passengers. Each airline has the following symbol placed next to it in the region in which it is based: ◎

WORLD EVENTS

Whether it may be the Olympics, the weather, or a war, flights on your airline will be affected by world events. Respond promptly to changes and adjust your management strategies to take advantage of changing situations.

Tourism Boom

If tourism is booming in a region, tourists will look for flights to local cities. When a particular city is having a tourism boom, its level of tourism as well as the demand for air routes to the city will temporarily increase.

War

A war or revolution adversely affects businesses and the demand for air travel. You will not be able to negotiate for landing slots or conduct any type of advertising campaign in a city that is at war.

Changing Political System

Any time a country becomes independent or unites with another country, its foreign relations will change. This will affect negotiations and load ratios.

The Olympics and World Expos

The Olympic games and World Expos are held periodically around the globe, and boost the number of air travelers to the sites. Passenger totals will improve during these events for all the regional routes connected to the event site.

Accidents

When airplanes are not serviced properly and the planes are overworked, accidents or breakdowns are more likely to occur. If your airline has an accident it will damage your good reputation as well as the levels of Repair, Advertising, and Service. As a result, passengers may switch to other airlines.

Labor Strikes

If your employees are overworked, they may go on strike. Transportation capacity in your network will be reduced during a strike.

Aid Requests

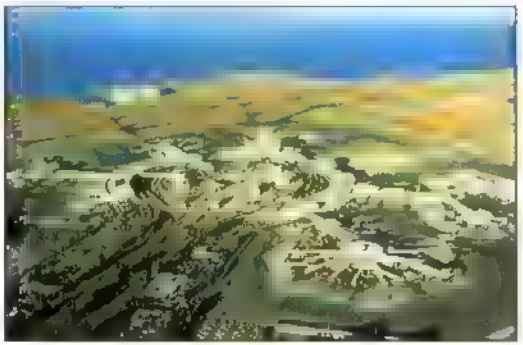
Representatives from foreign countries may request monetary aid. If you contribute, your foreign relations will improve.

Bad Weather

Typhoons, storms, and blizzards can delay your flights and frighten passengers away. If the weather is severe for a long time, you could lose passengers and suffer extra maintenance costs.

Natural Disasters

When earthquakes and other natural disasters occur, tourists often change their destinations or cancel their trips. Disasters may also change data for the disaster-stricken city.



San Francisco International Airport

CITIES AND AIRPLANES

CITIES AROUND THE WORLD

The possible destinations for your airline are listed below. The three letter abbreviations for major cities, used on screen maps, are in parentheses.

European Region

Major Cities

London (LON)

This city of tradition is the capital of Great Britain. London is the nation's financial capital and one of the world's leading insurance centers.

Paris (PAR)

What tourist doesn't long to go to Paris, home of the Eiffel tower, the Louvre Museum and the Champs-Elysées?

Amsterdam (AMS)

Stroll through the capital of Holland or ride a glass-topped boat through its canals. With over 70 canals running through it, the city is connected by 500 bridges. Amsterdam has flourished since the Middle Ages as a free city.

Frankfurt (FRA)

This city is actually called Frankfurt-am-Main (Frankfurt on the Main River). This city is a major inter-regional banking center and carries strategic importance to travel within Europe.

Berlin (BER)

The current capital of united Germany, this city was the center of railroad traffic in Europe. Founded in the 15th century, it is noted for its parks and ancient buildings.

Rome (ROM)

Besides being the capital of Italy, Rome is also known as one of the richest destinations for tourists. Historical, artistic and culinary delights are everywhere. In 1960, the Olympics were held in Rome.

Moscow (MOW)

Moscow was the capital of the former Union of the Soviet Socialist Republic and is now the capital of Russia. Tourist attractions include the Bolshoi Ballet, the Kremlin, the Hermitage and the Red Square. In 1980, the Olympics were held in Moscow.

Minor Cities

Madrid

The capital of Spain is home to the Prado, one of the world's most famous museums. Madrid was founded in the 16th century.

Manchester

Manchester is a thriving port and has been the heart of the cotton industry in Britain since the later half of the 18th century.

Barcelona

Barcelona is the most prosperous and cosmopolitan city in Spain. A replica of Columbus' ship floats in the harbor. In 1992, the Olimpics were held in Barcelona.

Brussels

Brussels is called the "Little Paris" of Belgium. The Grande Place, at the city's center, is described as an "architectural jewel."

Nice

This famous winter retreat is the undisputed Queen of the Riviera.

Zurich

Zurich, Switzerland's largest town, is beautifully situated on the shores of a lake. Fine modern architecture contrasts with quaint alleys and the Old Town square.

Milan

Milan is a thriving modern city that was once the capital of the Kingdom of Italy. Recently it has become famous as the birthplace of high fashion.

Oslo

The glory of Oslo, Norway's capital, is its National Theater. Also famous is the city hall where every year the Nobel Peace Prize is awarded.

Copenhagen

Meaning "merchant's harbor," Copenhagen is the capital of Denmark and has been a flourishing port for centuries. It is home to one of the world's most famous gardens, Tivoli Gardens.

Stockholm

Stockholm, Sweden's capital, is called the Venice of Northern Europe.

Helsinki

Helsinki, the capital of Finland, is known as the "White City Of The North" because of its strikingly modern, light-colored buildings. The city is over 400 years old.

Munich

Munich is the capital city of the German state of Bavaria and has numerous cultural, artistic, and educational institutions. The 1972 Olympics were held here.

Vienna

Vienna, the capital of Austria, is one of the great musical capitals of the world. No trip to Vienna is complete without stopping for a coffee and a pastry at one of its cafes.

Minsk

Minsk is the capital of Byelorussia. It is a transit point on the railroad which connects Moscow to Warsaw.

Athens

The capital of Greece, Athens, is chock full of tourist attractions. The city was founded as early as the 20th century B.C. and offers such famous sites as the Acropolis and the Parthenon.

Kiev

Kiev is the capital of Ukraine and was the third largest city in the former USSR. It is famous for its parks.

Rostov

Rostov is a small city in Russia near the Black Sea. It produced a great novelist and Nobel Prize winner, Aleksandr Solzhenitsyn.

African Region

Major Cities

Tunis (TUN)

Tunis, the capital of Tunisia, lies on the Mediterranean Sea. Visit Zitouna Mosque in the old city and see the remains of Carthage to the northeast.

Cairo (CAI)

Located on the banks of the Nile, Cairo, the capital of Egypt is a perennial tourist attraction. The Pyramids of Giza and the sphinx are the main draws.

Minor Cities

Algiers

Algiers, the capital of Algeria, is an important seaport. Climb the hills to visit the Kasbah or see the 16th century Citadel.

Tripoli

Tripoli is the capital of Libya. Look for the marble arch of Marcus Aurelius, erected in 163 A.D.

Lagos

Lagos is a modern city built on a series of islands. It is the capital of Nigeria.

Nairobi

Nairobi is the capital of Kenya. In the Masai language it means "place of water." A visit to Kenya's magnificent national parks will heighten any tour.

Addis Ababa

Built in 1887, Addis Ababa, is the capital of Ethiopia. Visit the ancient castles and the Blue Nile Gorge.

Middle Eastern Region

Major Cities

Baghdad (BGW)

Baghdad is the capital of Iraq. Look for Mesopotamian antiquities in the National Museum and stroll through Mustansiriya College, one of the world's oldest universities. The College took extensive damage during the Persian Gulf War.

Tehran (THR)

Tehran is the largest city in Iran, and its capital. A cosmopolitan city of broad avenues and modern buildings, it suffered large-scale bombing attacks during the Iran-Iraq war.

New Delhi (DEL)

New Delhi has been the capital of India since 1911. You can see the remains of at least seven royal dynasties in New Delhi, dating back more than 1,000 years. The magnificent Taj Mahal lies 125 miles south of the city.

Minor Cities

Tashkent

Tashkent is the capital of Uzbekistan. You can see many masterpieces of Muslim architecture in Tashkent and the nearby old capital, Samarkand.

Islamabad

Islamabad has been the capital of Pakistan since 1967. Day trips to nearby archaeological sites, dating back to 6th century B.C., are very popular.

Karachi

Karachi is the largest city in Pakistan. You might want to visit some of the hot springs or tombs near the city.

Calcutta

Calcutta, with a population close to 10 million, is one of the most populated cities in the world. Today it is a dynamic port and possesses many reminders of the days of British rule.

Bombay

Bombay is India's most cosmopolitan city. It is located near the center of the Indian peninsula and has flourished as the gateway to India since the later half of the 17th century.

Southeast Asian Region

Major Cities

Bangkok (BKK)

Bangkok is the capital of Thailand, old Siam. Romantic and exotic, tourist attractions abound such as the Temple of the Emerald Buddha in the Grand Palace.

Singapore (SIN)

This small island sits at the southern tip of the Malaysian peninsula. More ships and airlines pass by or stop in Singapore than almost anywhere else in the world.

Beijing (BJS)

Beijing is the capital of the People's Republic of China, and home to the golden roofed Forbidden City and Tienanmen Square.

Hong Kong (HKG)

This island became the property of Great Britain in the 19th century. Bustling with energy, Hong Kong is a center for world commerce and a big favorite with tourists. In 1997, it will be returned to China.

Manila (MNL)

Manila is located on the southern portion of Luzon island, one of the 7,100 islands that make up the Philippines. Although the Philippines were discovered in 1521 by Magellan, the port at Manila did not open to the West until the 19th century.

Seoul (SEL)

Seoul is the capital of South Korea. Founded in the 14th century, it is home to many palaces and museums of interest to tourists. The 1988 Olympics were held here.

Tokyo (TYO)

Tokyo is the capital of Japan. It has been the center of Japanese politics and culture since the days of the Shogun in the 17th century. The 1964 Olympics were held here.

Minor Cities

Kuala Lumpur

The capital of Malaysia is a fascinating blend of modern architecture, domes, minarets, and thatched kampongs on stilts.

Shanghai

Shanghai is China's largest city. It is one of the ten busiest trading ports in the world.

Taipei

Taipei is the capital of Taiwan, also called "Ilha Formosa", or beautiful isle. Taipei has flourished since the 18th century as a transport center for tea.

Cebu City

Cebu City is the third largest city in the Philippines. It is a major tourist attraction for underwater divers and has a spectacular golf course.

Fukuoka

The largest city on Japan's Kyushu Island. Fukuoka is known for its spectacular festivals.

Osaka

Japan's second largest city, Osaka is known for thriving trade and the Osaka Castle. The World Expo was held here in 1970.

Khabarovsk

Khabarovsk is a city in the former USSR's Far East. A statue of the explorer Khabarov stands in front of the train station.

Sapporo

The largest city on Japan's Hokkaido Island is Sapporo. The Snow Festival in February is very popular with tourists, who travel in from all over the world. It was the site of the 1972 Winter Olympics.

Guam

This island is an American territory, and combines the beauty of the tropics with the modern conveniences of the western world. It is well known among tourists with a penchant for scuba diving.

Saipan

Saipan is the capital of the Mariana Islands, a U.S. territory. Many tourists are attracted to this jewel in the Pacific.

Oceanian Region

Major Cities

Perth (PER)

The state capital of Western Australia, Perth is a beautiful city in a land notable for its vastness of scale and rugged landscape. Since the 1960's it has grown with the discovery of mining resources.

Sydney (SYD)

Sydney is the largest city in the southern hemisphere. It has one of the most beautiful harbors in the world, symbolized by an architectural marvel: the Sydney Opera House.

Auckland (AKL)

Auckland was the capital of New Zealand until it moved to Wellington, in 1865. The town is built on sloping hills and is surrounded by forests. Check out the kiwi specimens in the Zoological Park.

Minor Cities

Adelaide

Adelaide is the state capital of South Australia. Every other year it hosts an international arts festival.

Melbourne

Melbourne is the second largest city in Australia and the one with the most old world charm. It is also the commercial and financial center of Australia. The 1956 Olympics were held here.

Brisbane

Brisbane is the capital of the Australian state of Queensland. It is known for having the largest population of koalas in Australia and for the Great Barrier Reef.

Noumea

Noumea is the capital of the French territory of New Caledonia, also called the Island of Light. It has an ideal climate, long white beaches, fascinating marine life, unusual birds (such as the flightless cagau, which barks), and some of the biggest nickel mines in the world.

Nadi

Nadi is the gateway to the Fiji Islands. Captain Cook was one of the first visitors to this lovely island, as was the mythical Captain Bligh of the Bounty.

Papeete

Papeete is the capital of magical Tahiti, synonymous with blue lagoons, beautiful beaches, coconut palms, and the sound of drums.

North American Region

Major Cities

Vancouver (YVR)

Vancouver, Canada's third largest city, is situated on the long, fjord-like Burrard Inlet with a backdrop of the snow-capped peaks of the Coast Range. It is noted for its mild climate and Indian totem art.

Los Angeles (LAX)

Los Angeles is the epitome of the California dream: money, movie stars, fast cars, and a mild climate. It is the largest city on the West coast. The 1984 Olympics were held here.

Dallas (DAL)

Dallas is an important commercial and banking center. The second largest city in Texas, Dallas is a hub of business activity.

Chicago (CHI)

Chicago is the third largest city in the U.S. and has the busiest airport in the nation. The home of famous architect Frank Lloyd Wright, it boasts over 60 of his works.

Atlanta (ATL)

Atlanta is a representative of the New South. It is also the birthplace of CNN, the Cable News Network. The 1996 Olympics will be held here.

Washington D.C. (WAS)

Washington D.C. is the capital of the U.S. Among the attractions for tourists are the White House, the Capitol, the Smithsonian Institution, the Lincoln Memorial and the National Gallery of Art.

New York (NYC)

New York is the largest city in the U.S. and the home to the New York Stock Exchange, fashion district, night clubs, as well as some of the finest museums in the U.S.

Minor Cities

Seattle

Called the most livable city in the U.S., Seattle is surrounded by water and mountain peaks. It stays cool in the summer, which makes it a very popular summer destination.

San Francisco

The financial center of the West, San Francisco grew from a small port town to become an important trading center with the discovery of gold.

Honolulu

The capital of Hawaii, Honolulu's most popular attraction is Waikiki beach.

Phoenix

Phoenix is the capital of Arizona. This modern city is built in the middle of a desert.

Denver

Denver is the capital of Colorado. It is known for its excellent facilities for international conferences.

Houston

Houston is the rising star of Texas. Home of one of NASA's top ground control facilities, Houston has been at the center of aeronautic developments.

Miami

Miami's subtropical climate and its proximity to the Atlantic ocean have made the city one of the greatest North American tourist centers and a major draw for conventions.

Toronto

Toronto is Canada's largest city and the capital of Ontario. See the Casa Loma, a romanticized castle built in 1911, complete with battlements and secret passages.

Philadelphia

Philadelphia can boast of a central role in the birth of the U.S. constitution. There are many historical sites to visit, but don't forget to view the Liberty Bell.

South American Region

Major Cities

Mexico City (MEX)

Mexico City is the capital of Mexico and the oldest city in North America. It is situated on the site of an Aztec community discovered by Cortés in 1519. The Olympics were held here in 1968.

Havana (HAV)

Havana is the capital of Cuba and was built in 1515. A town based on heavy industry, it is built around a protected harbor. Scenic cobblestone streets run through the older parts of town.

Sao Paulo (SAO)

Positioned on the Tropic of Capricorn, Sao Paulo is South America's leading industrial center and one of the fastest growing cities in the world.

Minor Cities

Kingston

Kingston is the capital of Jamaica. It was built in 1692 after the former capital, Port Royal, once called the "wickedest city in the world," was completely destroyed in a large earthquake.

Lima

Lima, the capital of Peru was named the City of Kings and built in the 16th century to deliberately exclude Inca influences. The city has an impressive mix of modern skyscrapers and old Spanish colonial architecture.

Santiago

Santiago is the capital of Chile. It is positioned on a plateau, 1,706 feet above sea level, with the snow-capped Andes within view. Santiago is the fourth-largest city in South America.

Buenos Aires

Buenos Aires is the capital of Argentina. In the 19th century, immigrants flocked to the city. It is known for its role as an exporter and as home of the proud gaucho.

Rio de Janeiro

Rio de Janeiro is an exciting town on the southeast coast of Brazil. It is famous for its beauty, yearly Carnival, and the Copacabana beach.

AIRPLANES

Airplane types are listed below in order of their date of manufacture. The price listed here is the standard price for one plane.

T =	**Tupolev (Russia)**	**I =**	**Ilyushin (Russia)**
B =	**Boeing (U.S.)**	**M =**	**McDonnell Douglas (U.S.)**
S =	**Sud-Aviation (France)**	**L =**	**Lockheed (U.S.)**
Ab =	**Airbus (France)**	**V =**	**Vickers (U.K.)**
As =	**Aerospaciale (France)**	**Ba =**	**British Aerospace (U.K.)**

Manufacturer	Name	Seats	Range (Miles)	Price (U.S.$1,000)
M	DC6	80	4000	14000
L	L1049	90	4750	22000
V	Viscount	70	1680	20000
I	IL14	30	1870	10000
T	Tu104	50	2500	15000
B	B707 120	140	4180	47000
M	DC8 30	140	5120	48000
S	Caravelle	80	1500	30000
M	DC8 50	150	6060	49500
T	Tu124	40	3500	20000
B	B727-100	110	2310	24000
I	IL62	150	4930	30000
M	DC9 30	120	1500	260000
M	DC8-60	240	5930	51000
B	B737 200	110	1500	27500
B	B707-320	160	5560	50000
B	B727-200	150	2620	30000
T	Tu134	70	2310	22000
B	B747-200	450	6750	10500
I	IL62M	160	5920	32000
M	DC10	350	5560	75000

Manufacturer	Name	Seats	Range (Miles)	Price (U.S.$1,000)
L	L1011	350	4500	80000
T	Tu154	150	2430	24000
Ab	A300	350	3620	60000
As, Ba	Concorde	120	4000	110000
T	Tu144	140	2620	90000
I	IL86	360	2560	42000
B	B747-300	500	6750	125000
T	Tu154B	160	2500	28000
I	IL62MK	170	5560	34000
M	MD80	150	3560	30000
Ab	A320	180	4180	28000
B	B737 300	120	1620	31000
B	B757	200	2930	32500
B	B767	230	4060	35000
Ab	A300-600	370	5500	62000
Ab	A310	280	6000	47500
I	IL96 300	300	6870	45000
B	B747 400	550	7180	150000
T	Tu204	210	2870	26000
M	MD11	360	7750	102000
A	A340	330	8870	110000
?	?	400	8000	120000
?	?	360	5500	60000
?	?	200	4680	36000
?	?	600	7000	195000
?	?	500	3750	175000
?	?	1000	7500	400000
?	?	300	4070	225000
?	?	200	4500	34000
?	?	300	5000	196000
?	?	350	3750	155000
?	?	200	2810	125000

SCENARIOS AND THE AIRLINE INDUSTRY

The airline industry is characterized by rapid changes. There is no guarantee that a healthy airline today will remain healthy, or indeed still be flying, in a few years. The scenarios listed below give a brief glimpse of the airline industry in different time periods.

SCENARIO 1 (1955 - 1975)

The Dawn of the Jet Age

The De Havilland Comet was the first jet airplane to appear on commercial routes in 1952. In 1955, the Boeing 707 and the McDonnell Douglas DC-8 made almost simultaneous debuts. Their engines were mounted in pods beneath the wings. Shortly afterwards the French Caravelle set a new fashion by mounting engines on the sides of the rear fuselage, which reduced the noise in the cabin.

The Comet had its share of problems. In 1954, it was grounded after two serious accidents were found to have been caused by metal fatigue. A modified Comet was put back into service in 1958 and flew the world's first transatlantic airline service.

The release of the B707 and DC-8 marked the beginnings of a new era in plane travel. Originally, jet aircraft were accepted with reluctance. They were not thought to be economically feasible. However, maintenance and operating problems were shown to be fewer than expected, and jet transport soon created a new travel industry. Thereafter airlines became a dominant form of world transportation.

In the late 1960's and early 1970's new aircraft production split in two directions. Some manufacturers continued to build larger and larger aircraft. Stretched versions of the DC-8 and Boeing 727 (longer with more seats) began to appear. Then came the wide-bodies, such as the Boeing 747 in 1968. Capable of carrying up to 500 passengers, the Boeing 747 radically altered the international travel industry. Its length (230 feet), weight (380 tons), and the number of passengers it could carry caused radical changes to international airports. More importantly though, with the B747 it became possible to fly long-haul international routes.

At the same time some aircraft manufacturers concentrated on improving speed. The British/French Concorde and the Soviet Tupolev started developing planes capable of supersonic speeds. It was hoped that the era of the SST (Super Sonic Transport) would mean that passengers could have breakfast in New York and lunch three hours later in Tokyo.

SCENARIO 2 (1970 - 1990)

Air Travel Takes Off — Crisis and New Challenge

The 1970's began with the airline industry growing at a brisk pace. Then dark shadows began to appear. In 1973, the fourth war in the Middle East broke out and the oil producing Arab nations started restricting oil exports. The price of oil skyrocketed overnight and the first oil crisis occurred. Since the price of fuel is a major expense for airlines, they suffered a double whammy as passenger loads and revenues fell while fuel expenses rose to ever increasing highs.

By the mid-70's the aftereffects of the crisis began to fade. However, American airlines began to struggle with a new problem. Convinced that the cause of stagflation was over-regulation, the U.S. government decided to abolish many of the regulations that controlled major industries. The airline industry, considered an industry in which over-regulation contributed to a loss of competition, became a target of deregulation.

The Airline Deregulation Act of 1978 was signed by then President Carter. Under the old system the Civil Aeronautic Board had to give approval for fare increases of as little as 5%. Not only did the airlines not need to get approval for fare adjustment, in addition U.S. airlines no longer had to get permission before they could begin flying to new destinations. It was hoped that this would lower fares and increase competition. At the same time the system of charter carriers, domestic carriers, and inter-regional carriers was also abolished.

In fact, competition increased dramatically. Small airlines quickly shot into the large regions and began to make trouble for the larger airlines. Fare wars broke out on major routes flown by many airlines and some airlines began to fly for as little as half of the previous fares.

As for the supersonic transportation that held so much promise in the 1960's, the British/French consortium's Concorde SST made its maiden flight in January of 1976. The gradual expansion of its routes was curtailed by the second oil crisis in 1978. By 1979, the high price of fuel had proved fatal.

The Soviet-made SST, the Tu-144, was so much like the Concorde SST that it was called the "Concorde-ski." It had its maiden flight in November 1974. But it crashed in June 1978 and was withdrawn from service. The U.S. was also involved in SST research, but funding was cut off in 1971 due to environmental concerns. Some of the great dreams of the 60's did come true, but others ended with a disappointing fall of the curtain.

SCENARIO 3 (1985 - 2005)

Airlines Cover the Globe — End of One Era, Prelude to Another

In April of 1985 Pan American World Airlines, the world's premier airline, sold its Pacific routes to United Airlines for $750 million. Along with those routes was sold all of the ground facilities, the airplanes that flew those routes, and the rights to hire over 2,500 employees who worked in the Pacific. Pan Am, loved by millions, ended its long history in the Pacific and images of Pan Am's flying clippers plying the waters of exotic islands in the Pacific became ancient history. Hoping to restructure itself into profitability, Pan Am continued to sell selected routes. By December 1991 it was obvious to everyone in the industry that though it still flew into South and Central America, Pan Am was in free fall and its end was in sight.

Deregulation, which started in the 1970's gave birth to many new airlines, but it was the death toll for many more. Some airlines were successful in providing a new kind of service. One of these airlines was founded in 1987 as the airline for "the rich and famous". It was called MGM Grand Air.

MGM Grand Air was a small airline that only flew between the East coast and the West coast of the U.S. It was a very different airline. The interior of a standard B727 was totally gutted and in place of 110 economy seats were just 33 first class seats. Passengers were to fly in ultimate luxury. The interior was designed to be roomy, and to not feel like an airplane at all. The seats were covered in leather; passengers could relax at the full bar. Today, this "luxurious, flying living room" could be the shape of things to come. MGM Grand Air has recently converted its operation to charter-only status.

SCENARIO 4 (2000 - 2020)

Supersonic Travel — Limitless Possibilities

The 21st century is just around the corner and promises endless possibilities. The flying public will be able to find a much improved flying environment. While the SST planes of the 60's were a disappointment, their future may be bright. In the near future we will see a resurgence in supersonic travel. In this new era we'll be able to have "Breakfast in New York and Lunch in Tokyo." However, be advised. This means that the CEO's of the world's airlines are going to have to be on their toes, because the competition is going to be fierce.

INDEX

Accidents 38
African Region 41
Aid Requests 38
Airplane
  Airplane Data 33
  Airplanes 46
  Buy Airplanes Command ... 19
Bad Weather 38
Board Meeting Command 24
Budget Command 19
Business Command 20
Campaign Command 23
City
  Cities Around The World ... 39
  City Data 30
Construction 31
Controller 5
Data
  Airplane Data 33
  City Data 30
  Financial Data 34
  Manager Data 32
  Network Data 26
  Route Data 29
Defeat 12
Demonstration Game 6
Economy 30
End Game 7
European Region 39
Events 37
Foreign Relations 31
Game Flow 13
Hub
  Hub 10, 11
  Hub Command 23
  Hub And Spoke System 8
Info Command 25
Labor Strikes 38
Load 29
Managers 32
Message 7
Middle Eastern Region 41
Natural Disasters 38
Negotiations 18
North American Region 44
Oceanian Region 43
Olympics 37
Options Menu 7
Political System 37
Population 30
Quarterly Reports 35
Regional Rankings 36
Routes
  Close Routes 18
  Inter-Regional Routes ... 9, 15
  New Routes Command 17
  Prepare To Open
  New Routes 14
  Regional Routes 8, 14
  Route Data 29
  Route Settings Command .. 17
Save 7
Scenarios 4, 48
Slots 31
South American Region 45
Southeast Asian Region 42
Suspend 17
Tourism 30
Tourism Boom 37
Victory 12
War 37
World Expos 37

Warranty

90-Day Limited Warranty

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, **indicating date of purchase**, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game pak to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales and the UPC code within the 90-day warranty period to:

Koei Corporation
1350 Bayshore Hwy. Ste. 540
Burlingame, CA 94010.

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

If the game pak develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted previously. If the Koei Service Representative is unable to solve the problem by phone, you may be provided with a Return Authorization number and asked to send the game pak to Koei for personal inspection. Record this number prominently on the outside packaging of the defective game pak and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei with a check or money order for $20 to cover repair or replacement, payable to **Koei Corporation**. Koei reserves the right to change the post-warranty service fee and/or policy.

Call now to order KOEI games! 415-348-0500

UNCHARTED WATERS NEW HORIZONS

Get Ready for Adventure!

Set sail with your fleet on a journey to discover exciting ports and valuable treasures. Play either a young Portuguese sailor, Spanish woman pirate, British royal commander, Dutch geographer, Italian adventurer or Turkish trader! Build a strong fleet as you trade goods, purchase exotic items and combat pirates!

FEATURES: One player RPG adventure, select from six characters each with a different scenario, 129 ports to discover, sea battles, battery back-up to save games.

NOBUNAGA'S AMBITION

LORD OF DARKNESS

CRUSH YOUR OPPOSITION!

You are a warlord in feudal Japan fighting for absolute control of the country. You command samurai, ninja and soldiers to crush your rivals. Military, diplomatic, and cultural realism bring this exciting time period to your home. Carefully plot your strategy or you'll become just a statistic. Power and glory are yours for the taking!

FEATURES: 1 – 8 players, 2 scenarios, 3 game modes, 350 samurai, historical rivalries, hundreds of cultural items, battery back-up to save games.

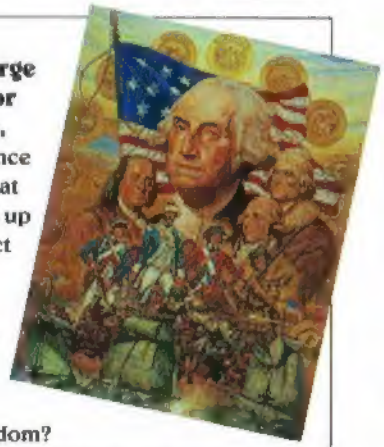
Liberty or Death

As either George Washington or Thomas Gage, here's your chance to relive the great battles of the American Revolution. It's up to you to strengthen your army to inflict the most damage on the enemy.

Wage open attacks on the battlefield, launch damaging guerilla ambushes or even lead fights upon the sea.

The smell of revolution is in the air.

Are you ready to lead the fight for freedom?



FEATURES: Lead British or Revolutionary divisions, play Washington or Gage, experience historical events as they happen, three difficulty levels, 1-2 players, battery back-up to save games.